

ADVENTURE 32K Manual

Requirements

Adventure 32K is written in Z80 machine code, and runs under the NAS-SYS series of monitors, on the Nascom range of microcomputers. It requires 32K of memory (from 1000H to 8FFFFH), and also uses the standard 1K workspace (from 0C80H to 0FFFFH). No graphics are required; neither are any discs needed in order to run the program.

How to use and run Adventure 32K

Load Adventure 32K from tape using the standard NAS-SYS 'R' command. To run, type 'E1000' to execute at 1000H. Resume after "suspend" or loading variables by typing 'E 1003' to execute at 1003H.

Introduction

Adventure 32K is a full version of the classic mainframe game Adventure, one of the most popular computer games ever written, versions of which can be found at nearly all reasonably sized computer establishments.

Now, with this version, running in fast and efficient Z80 machine code, you no longer need either a large mainframe computer or discs to play this exciting and addictive game -- all you need is 32K, a Nascom microcomputer -- and plenty of free time in which to play it.

Instructions

Somewhere nearby is Colossal Cave, where others have found fortunes in treasure and gold, though it is rumoured that some who enter are never seen again. Magic is said to work in the cave. I will be your eyes and hands. Direct me with commands of 1 or 2 words. I should warn you that I look at only the first four letters of each word, so you'll have to enter "northeast" as "ne" to distinguish it from "north". (Should you get stuck, type "help" for some useful hints. For information on how to end your adventure, etc. type "info".)

I know of places, actions and things. Most of my vocabulary describes places and is used to move you there. To move, try words like forest, building, dntstream (downstream -- to distinguish it from "down"), enter, east, west, north, south, up or down. I know about a few special objects, like a black rod hidden in the cave. These objects can be manipulated using some of the verbs that I know. Usually you will need to give both the object and the verb, but sometimes I can infer the object from the verb alone. Some objects also imply verbs; in particular, "inventory" implies "take inventory", which causes me to give you a list of what you're carrying. The objects have side effects; for example, the black rod scares the bird. Usually people having trouble moving just need to try a few more words. Usually people trying unsuccessfully to manipulate an object are trying something beyond their (or my!) capabilities and should try a completely different tack. To speed the game you can sometimes move long distances with a single word. For example, "building" usually gets you to the building from anywhere above ground except when lost in the forest. Also, note that cave passages turn a lot, and that leaving a room to the north does not guarantee entering the next from the south.

If you want to end your adventure early, say "quit". To suspend your adventure so you can continue later, say "suspend" or "pause". To continue after "suspend" or "pause" type "E 1003" to execute at 1003H. To save the current state of your adventure on tape, to allow you to resume from where you left off at some later stage, type "save" or "tape". This will cause all the variables describing the current state of play to be stored on the tape for later playback. When you want to continue the game, firstly load the Adventure program, then load the saved variables using the NAS-SYS "R" command. You can then continue the game from the precise point at which you left off by typing "E 1003" to execute at 1003H. Bear in mind, though, that as soon as you have saved the game, anything which happens subsequently will not be remembered or recorded when you re-start. Unless you have good reasons for doing so, you are therefore advised to "quit" or "suspend" immediately afterwards.

To see how well you're doing, type "score". To get full credit for a treasure you must have left it safely in the building, though you do get partial credit for just finding it. You lose points for getting killed, or for quitting, although the former costs you more. There are also points based on how much (if any) of the cave you've managed to explore; in particular there is a large bonus just for getting in (to distinguish the beginners from the rest of the pack), and there are other ways to determine whether you've been through some of the more harrowing sections. If you think you've found all the treasures, just keep exploring for a while. If nothing interesting happens, you haven't found them all yet. If something interesting does happen, it means you're getting a bonus, and have an opportunity to gather many more points in the master's section. I may occasionally offer hints if you seem to be having trouble. If I do, I'll warn you in advance how much it will affect your score to accept the hints.

Hints on Adventure

Initially, Adventure asks whether you would like instructions. As with all questions, it expects either a "yes" or "no" response -- and will persist until it gets one! If you do reply "yes", part of the instructions reproduced above will be displayed; otherwise the first location will be described, and Adventure will then wait for you to enter a command. You may use all the words mentioned above, as well as plenty of others, to explore and pursue your adventure. Examples of a few useful words follow, but you should also try out other English words to get some idea of the vocabulary.

To pick up objects say "get", "grab" or "carry". For example, should the rod be lying on the ground nearby, to pick it up, say "get rod". To drop an object on the ground, say "drop", e.g. "drop rod". If you aren't used to Adventure, try a few dry-runs getting used to the words and ways of manipulating things. Most things are fairly logical, if you take the time and trouble to think about them, although it must be said that some are not at all obvious at first. The moral is to try as many different combinations of actions as possible (no matter how ridiculous it may seem at the time) just to see what you are and are not allowed to do.

As no distinction is made between upper and lower case, the keyboard may be used in either shifted or unshifted mode.

Good luck!

Adventure 32K has been designed and written using the ZAP Z80 Assembler.

Although Adventure is a full version of the mainframe Adventure game, there have had to be some alterations made to enable it to run on the Nascom system, with the constraints given by the screen, etc. You should also bear in mind that the mainframe Adventure does vary in minor respects from mainframe to mainframe.

Some users of Adventure on a Nascom-2 may find that the screen messages are passing by too quickly. Should this be the case, we would suggest using the XO option before executing Adventure.

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Adventure 32K Program and Database Copyright (C) 1982 Michael J. Evis

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Missile Defence

Background

It is Spring 1986 on a planet not unlike Earth, and things have not gone well.

Reagan has been returned to power in an increasingly paranoid USA which is heavily involved in "anti-insurgent" operations worldwide.

Brezhnev clings to life after a (rumoured) second stroke, while the Russian economy deteriorates under the combined pressure of poor harvests, the need to support the other Warsaw Pact states and the cost of heavy military involvement in the Middle East and Africa.

China is fighting a limited conventional war against India and Vietnam, and a host of minor wars are in progress worldwide.

Meanwhile, Europe is moving rapidly towards an isolationist position with most governments committed, on paper at least, to unilateral nuclear disarmament.

To forestall further pressure towards disarmament and against nuclear weapons, a proportion of the existing ICBMs have been converted to Anti-Ballistic Missiles. In effect, these explode with an air-burst among the descending enemy missiles while they are still in the upper atmosphere, triggering them prematurely. This destroys the ozone layer and results in a certain amount of fallout but does provide some degree of protection. Unfortunately, it also lowers the nuclear threshold: wars can be "won".

Thus, when American threats of a "demonstration" nuclear strike are followed by a nuclear explosion in southern Russia, the missiles of both the USSR and the USA are launched. The fact that Libya, Israel, Saudi Arabia, Iraq, Pakistan, India and China have nuclear weapons capable of reaching the area is discounted.

You control the ABM defences in the ensuing war and have the responsibility of defending the civilian population and your missile bases.

How to Load and Start

Missile Defence is a 16K machine code program, using memory from 0C80 to 0F00 as workspace and 1000 to 4F00 for the program itself.

To load it, use the Nas-Sys R command and play the tape in the usual way.

To start, enter E 1000 from Nas-Sys, and to restart enter E 1003.

Instructions

Missile defence contains comprehensive instructions within the program.

On starting, you are asked whether 1 or 2 people are to play and should press key 1 or 2.

1 Player Game

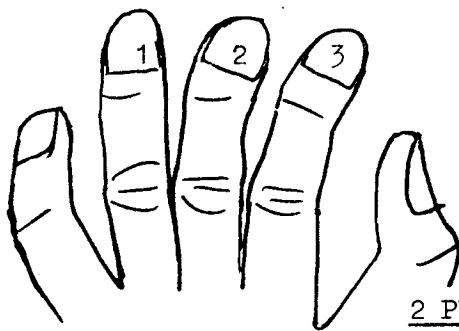
You must fight off waves of enemy ICBMs (descending lines), cruise missiles (✱) and bombers (<Q) to protect the civilian population (♣) and your missile bases (1 with the number of missiles shown below).

You score points for any people and missiles surviving an attack and, if any people survive, another attack is mounted with more attacking missiles and with an increased score for survivors. This continues indefinitely.

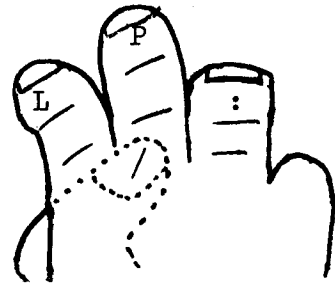
To fire one of your ABMs, move the cursor (a cross) to a position slightly ahead of the object that you want to destroy and press 1 2 or 3 to fire a missile from the corresponding base. Once the missile is fired, you can move the cursor away.

To move the cursor, press L (left), P (up), : (right) and / (down).

To do best, it is suggested that you use your left hand to fire the missiles and your right to move the cursor, as shown below:



2 Player Game



Eat your
heart out,
Posy!

PRJA

This is similar to 2 successive 1 player games, except that first you must each allocate 40 missiles between attack, defence and reserves. In addition to scoring for surviving people and missiles, as in the 1 player game, you also score for enemy population killed and for reserve missiles.

The game can be won and lost in the allocation phase. For example if both players allocate large numbers of missiles to attack, and mutual destruction results, the player who has kept most missiles in reserve will win.

A multi-player, campaign game can be played as well. In each round the players are paired off and play. Their scores are recorded and the half of them who score highest play in the next round. This continues until only one is left. It may pay a pair of opponents to negotiate a non-aggression treaty as this guarantees a good score for both; on the other hand it is all too easy for one to cheat and use a couple of missiles for attack - converting a good score to a very high score indeed.

Hints

In the 1 player game, 10 000 is a good score.

When defending against a small number of attackers it is worth trying to catch several enemies with one ABM (but don't let this cause you to wait until missiles get too low and split up) but as the difficulty of the game increases it is better to fire rapidly, almost without aiming.

Try to destroy cruise missiles between population centres, not over them!

Asteroids

Description

Asteroids is a fast action game of skill similar to the arcade game.

You pilot a fully manoeuvrable spaceship threatened by asteroids and enemy spacecraft (at the higher skill levels), and the object is to survive and to score points by destroying asteroids. Asteroids can be blasted by accurate shooting - but be careful as only the very smallest are destroyed by this; larger asteroids are just split up into smaller, faster, more dangerous pieces which must be blasted in turn.

Each time your ship is hit by an asteroid, or an enemy spacecraft, you lose one spaceship (the number remaining is displayed at the top left of the screen). However you can move the spaceship or jump into hyperspace to dodge.

Whenever you clear the screen of asteroids, this wins you a new game to allow you to get a higher score, and whenever you score 10,000 (20,000 at the higher skill levels) you are given a free spaceship.

Asteroids includes a Hall of Fame which records details of the 10 best games, with the names of the players. This can be saved with the game when you have finished playing and continued with on the following day so you can keep a record of your best ever scores.

How to Load and Start

Asteroids is a 6K machine code program, using memory from 1000 upwards.

To load it, use the Nas-Sys R command and play the tape in the usual way.

To start, initialising the Hall of Fame, enter E 1000.

To start, keeping the existing Hall of Fame, enter E 1003. You should also do this to restart the game.

When you have finished, if you want to save the program and Hall of Fame for another day, save all memory between 1000 and 2800 using the Nas-Sys W command:
W 1000 2800

Instructions

Asteroids contains comprehensive instructions within the program itself.

When started, it displays a screen of instructions. You can press:

L to change the skill level. Then press a key between 1 and 8 to select the level and S to return to the screen of instructions. Level 1 is easy; levels 2-4 are increasingly difficult and levels 5-8 are the same as levels 1-4 but with enemy spacecraft.

S to start the game.

When the game is started by S your spaceship appears as a v-shape in the centre of the screen. The point of the v indicates the approximate direction that the spaceship is facing. Also, a number of asteroids appear at the corners of the screen and converge on the ship - slowly at first but if you shoot any the pieces move much faster.

When playing, press:


← to rotate your ship left (anticlockwise)

↑ to rotate your ship right (clockwise)

↓ to use the ship's thrusters to move in the direction that the ship is pointing. Once moving, the ship will continue drifting even if you stop using the engines until you slow it down by turning the ship so that it is travelling backwards - in this orientation the engines slow it down if you use them.

→ to fire missiles ahead of the ship. Up to 4 missiles can be in flight at once and they blast any asteroid struck.

SPACE BAR to jump into hyperspace, reappearing in a random position after a short delay. If you appear in an asteroid it's just hard luck!

At the higher skill levels, enemy spacecraft occasionally appear and zig-zag towards you. They resemble  - flying saucers. You can't shoot them, and if they get near your ship it is destroyed, so you should move your spaceship around and maybe dodge about using hyperspace. If you can lure an enemy spacecraft into the centre of an asteroid it is destroyed, otherwise it will go away if you evade it for long enough.

Another type of spacecraft dodges around at the corners of the screen - firing extra asteroids if there are too few on the screen. If you can ram one of these you score a bonus 1000 points.

When your last ship is destroyed, the words "game over" appear on the screen and pressing any key returns you to the instruction screen. However, if you have scored enough, the Hall of Fame is displayed: type your name and press ENTER and your name and score are displayed with the other best scores. Finally, press S to return to the instruction screen.

Press RESET to leave the game at any time.

Scoring

Large asteroid = 20; Medium asteroid = 50; Small asteroid = 100. Bonus for ramming ship at the corner of the screen = 1000 points.

An extra ship is awarded per 10,000 points (20,000 at levels 4-8).

Hints

- 1) Begin at skill level 1 until you get the hang of the game;
- 2) Pick your targets carefully - don't blast all the large asteroids at once;
- 3) Don't forget hyperspace!
- 4) As a change from trying for the highest score, why not try for the lowest score possible at each skill level - it's not as easy as it sounds.











LORE

Situated on the sun drenched desert marches fifty leagues east of the Persian statelet of Aswan, crouches a black citadel. Its spindly granite spires cast suffocating shadows over the desolated sands below. The air is still and putrid imparting the stone with a sickly hue of yellow. The bedouin tribesmen call it Kraal 'The Temple of the Undead' & their caravans give it cautious wide berth as they travel back & forth along the trade routes. Legend has it that Kraal is a stronghold erected by the Dark-Lord Sauron to house a fabulous treasure. Some say that the mystical 'Four Locks of Eternity' are situated within. It is believed that as long as the Locks remain intact then the reign of Sauron can never be broken. The truth of this may never be known as none who ventured inside Kraal had ever emerged.

GAME

You are a mercenary soldier from a northern semi-barbaric land come to seek riches. Armed with sword & bow you attempt to defy the curse of Kraal. The citadel has main doors to the north & south of the building. Once inside you will be able to explore the inner chambers freely. The object of the game is to survive, hoard as much treasure as you can carry and, if possible, open the Locks of Eternity. The game will end once you step outside a main door or if you are killed.

SYMBOLS

	You		Treasure
	Profile		Objects
	Monsters		Great Lock
	Magical beings		Great Key
	Anubis		Quicksand

MONSTERS & MAGICAL BEINGS

Inhabitants of Kraal. Whenever one of these appear, its name & strength will be displayed. The strength (1-3) indicates how much damage it could inflict on you. Monsters move quickly but could be killed by a single blow of sword or arrow. Magical beings are much more dangerous as they could and will cast spells on you. It may take many blows of sword & arrow before one could be slain by mortal means. Inhabitants of Kraal each occupy a separate 'cell' & appear only when you walk into their cells. If you kill one of them within its cell then it will disappear never to return. If killed outside its cell then it will re-appear again in that cell later on in another guise.

ANUBIS

Guide to the underworld. This creature only appears if you are slain. It will want from you a random amount of treasure (max. 80lbs). If you can meet its demands then you will be resurrected.

KEYS

The Locks of Eternity may each be opened by a correct key. There are 10 keys which could be used if found. They are numbered 0 - 9, key 0 being the narrowest & key 9 the thickest. When you try a Lock, you will be told how well the key fits.

MOVEMENT

For moving forwards, backwards, left & right use the cursor control keys.

COMMANDS

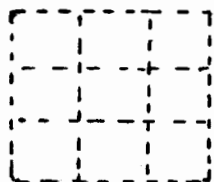
Here is a list of single letter commands which could be used during the game. NOTE : Spells must be acquired first before they can be used & they can only be used once (except 'O').

- * A - (Arrow) Fire an arrow.
- * B - (Back away) Move backwards.
- C - (Conceal)
- D - (Discard) Reduce the amount of treasure carried by 10lbs.
- E - (Elixir) Drinking an elixir will restore you back to perfect health.
- F - (Fire spell) Cast a fireball at your foe.
- G - (Grapple spell) Root your foe to the ground.
- H - (Hover spell) Counter-spell to quicksand.
- * I - (Inspect) Gives you the contents of the treasure or objects immediately before you.
- J - (Jump away) Jump out of the way of attacking monsters etc.
- K - (Keep) Take with you the treasure or objects just inspected.
- L - (Lightning-bolt spell) Cast a lightning-bolt at your foe.
- M - (Mimic spell) Mirror the spell your foe is casting against you.
- N - (Neutralising spell) Cause magical beings to lose all their spells.
- O - (Oracle spell) Only spell which could be used three times. Shows you the cells containing dangers.
- P - (Parry) Block a blow from your foe. Useless against spells.
- Q - (Quicksand spell) Encase your foe in quicksand.
- * R - (Remover spell) Removes foe or wall in your way.
- * S - (Sword) Swing sword.
- T - (Teleportation spell) Transfers you at random to another part of the building.
However, you may materialise inside a wall.
- * U - (Unlock) Try to open a Great Lock immediately before you. You will be asked which key to use.

(* These commands will only work if you are in profile.)

DISPLAY

The game is played in real-time so don't hang about. All the information you need will be displayed on one screen. Here are some special points to note about the display.



Nine cells can be seen
at any one time.

Options: ABCD G IJKL P S U

'Options' shows you the commands available to you at any time. The dots indicate the spells.

SAVING GAMES - The program will generate a new set of conditions each time it is run. However, a facility is provided which allows you to save a game on tape. At the beginning of each game you are given the options:- Old Game? - 'Y' if you have a saved game on tape. Save Game - 'Y' allows you to save a game.